

# PANZER GRENADIER

## Bombardment Chart

Roll	Bombardment Value									
	3	5	8	12	16	21	30	42	55	70+
2	M	M1	M2	M2	X	X	2X	2X	2X	2X
3	-	M	M1	M1	M2	M2	X	X	2X	2X
4	-	-	M	M	M1	M1	M2	M2	X	X
5	-	-	-	-	M	M	M1	M1	M2	M2
6	-	-	-	-	-	-	M	M	M1	M1
7	-	-	-	-	-	-	-	M	M	M1
8	-	-	-	-	-	M	M	M1	M1	M1
9	-	-	-	M	M	M	M1	M2	M2	M2
10	-	-	M	M	M1	M1	M2	X	X	X
11	-	M	M	M1	M1	M2	X	X	2X	2X
12	M	M	M1	M2	M2	X	X	2X	2X	2X

### Column Modifiers

All modifiers are cumulative, with no maximum negative or positive modifiers (10.3). Modifiers applicable only to specific unit types do not affect other types in same hex (make one attack roll but resolve attack on separate columns, 7.51).

-2 Target hex contains town or entrenchment (if entrenchment in town, still only -2)

-1 Target hex is beach, jungle, mangrove, rice paddy/salt marsh, rocky, or swamp

-1 Target is Dug In (16.2)

+1 Target unit is mortar, anti-aircraft gun, anti-tank gun, cavalry unit, artillery

### Results

- No effect.

M All units without armor values in target hex check morale (14.1).

M# Same as M except add # to morale check dice roll.

X a) One step loss to one combat unit in hex (except closed-top AFVs)  
b) and one step loss to one non-APC transport unit in hex. Owning player decides which unit in each of category (a and b) takes step loss. Step losses to absent unit categories are ignored. All closed-top AFVs in hex must make M morale check. All other units in hex must make M2 morale check (7.61).

#X Same as X, except each unit category takes # step losses rather than one step loss. Also, at least one of the step losses must be inflicted on open-top AFV if present in hex (7.61).

-1 Friendly fire

+1 Target is loaded truck, prime mover, wagon, sledge (5.67), or tank riders (see Optional Rules)

-1 Target hex is fired on when spotting range 1 or 2 due to night or weather

-1 Firer suffering from Logistics Shortfall (see Optional Rules)

-1 Efficient firing unit moved or will move this turn (see Optional Rules)

+1 Target hex contains minefield belonging to firing player

+1 Target hex is spotted by firing unit (not for friendly fire)

+1 Target hex contains three combat units (4.4)

+2 Target is adjacent to firing unit that is not a mortar or rocket.

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